

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A gaming machine with a plurality of winning combinations each having a predetermined disbursement number, the gaming machine paying out, based on formation of a winning combination, a number of game media computed by multiplying a corresponding disbursement number and a bet number a player bets , the gaming machine comprising:

an operating device ~~for allowing~~configured to allow the player to conduct an operation to increase the bet number;

a detecting device ~~for detecting~~configured to detect the operation through said operating device;

a disbursement number change device ~~for updating~~configured to update a disbursement number for each of the plurality of winning combinations so as to update ~~a distribution~~the correspondence of disbursement numbers ~~for with~~ the winning combinations independently from respective ranks of the plurality of winning combinations, in response to detection of the operation by said detecting device; and

a determining device ~~for determining~~configured to determine the corresponding disbursement number for each respective winning combination based on the updated distribution of disbursement numbers.

2. (Previously Presented) The gaming machine according to claim 1, wherein said operating device becomes operative when the player loads game media.

3. (Previously Presented) The gaming machine according to claim 1, wherein the corresponding disbursement number for each respective winning combination determined by the determining device is one of an increased number, a decreased number and a same number compared with the

corresponding disbursement number for the applicable winning combination prior to updating.

4. (Currently Amended) The gaming machine according to claim 2, wherein the corresponding disbursement number for each respective winning combination determined by the determining device is one of an increased number, a decreased number and a same number compared with the corresponding disbursement number for the applicable winning combination prior to updating.

5. (Currently Amended) A gaming ~~machine~~system with which a game is performed, the game comprising collecting a predetermined number of dealt elements so as to make at least one of a plurality of winning combinations with respectively different ranks, and determining win/loss of the game based on a corresponding rank of the at least one winning combination made, the gaming ~~machine~~system comprising:

a bet operating device ~~for allowing~~configured to allow a player to conduct an operation to bet game media;

a dropout operating device ~~for allowing~~configured to allow the player to conduct an operation to dropout of the game;

an operation detecting device ~~for detecting~~configured to detect that said bet operating device or said dropout operating device is operated;

a disbursement multiplication factor ~~changing~~device for determining configured to determine a corresponding multiplication factor ~~factors~~ of disbursement for ~~each a plurality of winning combination combinations~~ by a lottery and independently from respective ranks of the plurality of winning combinations, in response to detection of operation of the bet operating device by said operation detecting device; and

a disbursement number determining device ~~for collecting~~configured to collect game media bet by a dropped out player, and determining a disbursement number based on a bet number of game media that a winning player bet and the determined multiplication factor of disbursement.

6. (Currently Amended) The gaming ~~machine~~system according to claim 5, wherein the game is played by a plurality of players including a dealer displayed by the gaming ~~machines~~system.

7. (Currently Amended) The gaming ~~machine~~system according to claim 5, wherein said gaming ~~machine~~system further comprises:

- a server that includes said disbursement multiplication factor ~~changing~~ device and said disbursement number determining device;

- a game terminal that includes said bet operating device, said dropout operating device, and said operation detecting device; and

- a communications device including a communications line for connecting said server to said game terminal.

8. (Currently Amended) A server for controlling a gaming machine with a plurality of winning combinations each having a predetermined disbursement number, the gaming machine paying out, based on formation of a winning combination, a number of game media resulting from a multiplication of a corresponding disbursement number and a bet number a player bet, the server comprising:

- a detecting device configured to detect~~for detecting~~ that the player operates the gaming machine to increase said bet number;

- a disbursement number change device configured to update~~for updating~~ a disbursement number for each winning combination so as to update an allotment~~the correspondence~~ of disbursement numbers for independently from respective ranks of the plurality of winning combinations-, in response to detection of operation of the gaming machine by said detecting device; and

- a determining device configured to determine~~for determining~~ a disbursement number for each winning combination based on the updated allotment~~correspondence~~ of disbursement numbers.

9. (Currently Amended) A storage medium encoded with a machine-readable

computer program code for a gaming machine with a plurality of winning combinations each having a predetermined disbursement number, the gaming machine paying out, for forming a winning combination, a number of game media resulting from a multiplication of a corresponding disbursement number and a bet number a player bet, the program code including instructions for causing a computer to implement a method comprising:

- detecting an operation of the gaming machine by the player to increase said bet number;

- updating a disbursement number for each winning combination so as to update ~~an allotment~~ the correspondence of disbursement numbers for the plurality of winning combinations independently from respective ranks of the plurality of winning combinations, in response to the detection of the operation of the gaming machine—; and

- determining the corresponding disbursement number for each winning combination based on the updated allotment of disbursement numbers.

10. (Previously Presented) The gaming machine according to claim 1, wherein the operating device becomes operative for a predetermined number of times during a game.

11. (Previously Presented) The gaming machine according to claim 1, wherein the operating device becomes operative for a predetermined period of time during a game.

12. (Currently Amended) A gaming machine with a plurality of winning combinations, comprising:

- a display for displaying information related to a game;

- an operating device for ~~to~~ allowing a player of the game to increase a bet number;

- a detector for ~~to~~ detecting an operation of the operating device by the player;

a controller configured to (i) ~~update~~determine a correspondence between disbursement numbers ~~for and the~~ plurality of winning combination independently from respective ranks of the plurality of winning combinations, in response to detection of the operation of the operating device by the detecting device, (ii) determine a disbursement number for each winning combination based on the ~~updated applicable corresponding disbursement numbers~~number, and (iii) cause the display to display a table of the determined disbursement numbers.

13. (Previously Presented) The gaming machine according to claim 12, wherein the detector is for detecting that the player has increased a bet number in response to the player loading game media into the gaming machine.

14. (Previously Presented) The gaming machine according to claim 12, wherein the operating device becomes operative for a predetermined number of times during a game.

15. (Previously Presented) The gaming machine according to claim 12, wherein the operating device becomes operative for a predetermined period of time during a game.

16. (Previously Presented) The gaming machine according to claim 12, wherein the determined disbursement number for each respective winning combination is one of an increased number, a decreased number and a same number compared with a disbursement number for the applicable winning combination prior to the updating of disbursement numbers.

17. (Currently Amended) A method for playing a game (i) which has a plurality of winning combinations having a rank relationship, from a top rank to a bottom rank, with each of the plurality of winning combinations having a different rank, (ii) in which a game winning combination is a highest ranked of the differently ranked winning game combinations achieved by all players completing the game,

and (ii)(iii) which pays out, to a winning player achieving the game winning combination, a win amount based on a disbursement number associated, at completion of the game, with the game winning combination, and on an amount bet by the winning player during the game, comprising:

displaying, to the players of the game, previously determined disbursement numbers that are currently associated with the plurality of winning combinations;

detecting, subsequent to the displaying of the previously determined disbursement numbers, a bet by a player of the game;

in response to the detection of the bet, updating the previously determined association of disbursement numbers based on a lottery result and irrespective of the rank relationship of the plurality of game winning combinations; and

displaying, to the players of the game, the updated association of disbursement numbers, in lieu of the previously determined association of disbursement numbers, as the association of disbursement numbers currently associated with the plurality of winning combinations.

18. (Currently Amended) The method according to claim 17, wherein:

the detecting of a bet by a player is limited to detecting a bet that raises a prior bet; and

the updated association of disbursement numbers include ~~are~~ the same disbursement numbers as the previously determined association of disbursement numbers, but the association between the ~~updated~~ disbursement numbers and the plurality of winning combinations is different in the updated association than ~~in the association between the previously determined~~ association of disbursement numbers and the plurality of winning combinations.

19. (Previously Presented) The method according to claim 17, wherein the detecting of a bet by a player of the game is limited to detecting a bet (i) no more than a predetermined number of times during a game or (ii) during a predetermined period of time during a game.

20. (Currently Amended) The method according to claim 17, wherein the updating of the previously determined association of disbursement numbers based on the lottery result, includes (i) increasing or maintaining the ~~previously determined~~ disbursement number previously associated with one of the plurality of winning combinations and (ii) decreasing the ~~previously determined~~ disbursement number previously associated with another of the plurality of winning combinations.